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Scott Berkun, Debbie Cargile, Christopher Konrad, Sarah Zuberec, Bruce Tognazzini, Steve Rodgers, Richard Buchanan, Isabela Ancona, Alex Little, Zayera Khan, Shel Kimen
April 2000 **CHI '00 extended abstracts on Human factors in computing systems**
Publisher: ACM Press
Full text available: 📄 pdf(181.83 KB)   Additional Information: full citation, abstract, references, citings

This experimental panel is an attempt to demonstrate the dynamic and impromptu parts of the interaction design process. Teams of designers, usability engineers and program managers will design solutions to interaction problems live on stage, in front of the audience.

Keywords: design, design games, design process, interaction design, interface design, user interface

2 Letters and updates   ▭
Jennifer Bruer
July 1996 **interactions**, Volume 3 Issue 4
Publisher: ACM Press
Full text available: 📄 pdf(446.70 KB)   Additional Information: full citation, index terms

3 Universal access to net: requirements and social impact   ▭
Jeff Johnson
March 1998 **ACM SIGCAS Computers and Society**, Volume 28 Issue 1
Publisher: ACM Press
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4 Speak out and annoy someone: experience with intelligent kiosks   ▭
Andrew D. Christian, Brian L. Avery
April 2000 **Proceedings of the SIGCHI conference on Human factors in computing systems**

Publisher: ACM Press

Full text available: pdf(1.20 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

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Andrew D. Christian, Brian L. Avery

January 1998 **Proceedings of the SIGCHI conference on Human factors in computing systems**

Publisher: ACM Press/Addison-Wesley Publishing Co.

Full text available: pdf(1.03 MB)   Additional Information: <u>full citation</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

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Jan Borchers, Oliver Deussen, Clemens Knörzer

October 1995 **ACM SIGCHI Bulletin**, Volume 27 Issue 4

Publisher: ACM Press

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7 Electronic kiosk project: distributed access to e-mail and web browsing

Jeffrey Raymond

October 2000 **Proceedings of the 28th annual ACM SIGUCCS conference on User services: Building the future**

Publisher: ACM Press

Full text available: pdf(125.41 KB)   Additional Information: <u>full citation</u>, <u>index terms</u>

Keywords: Web browsing, e-mail, recycle, total cost of ownership

8 Cybcérone: a kiosk information system based on WWW and Java

François Grize, Mehdi Aminian

November 1997 **interactions**, Volume 4 Issue 6

Publisher: ACM Press

Full text available: pdf(1.80 MB)   Additional Information: <u>full citation</u>, <u>references</u>, <u>index terms</u>, <u>review</u>

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Jean Scholtz

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Publisher: ACM Press

Full text available: pdf(915.51 KB)   Additional Information: <u>full citation</u>, <u>references</u>, <u>index terms</u>

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12 <u>Creating information kiosks for the new distributed computing environment</u>

Steve Burdick

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Michael L. Creech, Dennis F. Freeze, Martin L. Griss

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14 <u>Collaborative customer services using synchronous Web browser sharing</u>   ☐
Makoto Kobayashi, Masahide Shinozaki, Takashi Sakairi, Maroun Touma, Shahrokh Daijavad, Catherine Wolf
November 1998 **Proceedings of the 1998 ACM conference on Computer supported cooperative work**
Publisher: ACM Press
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Keywords: CSCW, Weg-collaboration customer services, collaboration architecture, synchronous Web brower sharing

15 <u>GraphicsNet '95: integrated voice, video, graphics and data network using asynchronous transfer made (ATM)</u>   ☐
Marke Clinger
February 1996 **ACM SIGGRAPH Computer Graphics**, Volume 30 Issue 1
Publisher: ACM Press
Full text available: 📄 pdf(1.15 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>index terms</u>

Every year demonstrations at the SIGGRAPH conference push the envelope in state-of-the-art graphics. In 1995, SIGGRAPH also pushed the envelope in networking by deploying a conference-wide, production ATM network. GraphicsNet, the conference network, consisted of 400 Ethernet-over-ATM connections and 100 directly attached ATM devices. GraphicsNet was one of the largest ATM backbone networks deployed to date. Using the latest hardware and software available, GraphicsNet provided a switched intern ...

16 <u>Pushing reuse in hypermedia design: golden rules, design patterns and constructive templates</u>   ☐
Marc Nanard, Jocelyne Nanard, Paul Kahn
May 1998 **Proceedings of the ninth ACM conference on Hypertext and hypermedia : links, objects, time and space---structure in hypermedia systems: links, objects, time and space---structure in hypermedia systems**
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17 <u>The 1984 Olympic Message System: a test of behavioral principles of system design</u>   ☐
John D. Gould, Stephen J. Boies, Stephen Levy, John T. Richards, Jim Schoonard
September 1987 **Communications of the ACM**, Volume 30 Issue 9
Publisher: ACM Press
Full text available: 📄 pdf(3.45 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>, <u>review</u>

There was more than athletic talent being pressed to peak performance at the 1984 Olympic Games in Los Angeles. Behind the scenes, a multilingual Olympic Message System ran round-the-clock keeping more than 10,000 athletes and officials in contact with families and friends, both far and near.

18 Scheduling constrained dynamic applications on clusters

Kathleen Knobe, James M. Rehg, Arun Chauhan, Rishiyur S. Nikhil, Umakishore Ramachandran

January 1999 **Proceedings of the 1999 ACM/IEEE conference on Supercomputing (CDROM)**

Publisher: ACM Press

Full text available: pdf(189.17 KB)   Additional Information: full citation, references, index terms

19 Space-time memory: a parallel programming abstraction for interactive multimedia applications

Umakishore Ramachandran, Rishiyur S. Nikhil, Nissim Harel, James M. Rehg, Kathleen Knobe

May 1999 **ACM SIGPLAN Notices , Proceedings of the seventh ACM SIGPLAN symposium on Principles and practice of parallel programming PPoPP '99**, Volume 34 Issue 8

Publisher: ACM Press

Full text available: pdf(1.28 MB)   Additional Information: full citation, abstract, references, citings, index terms

Realistic interactive multimedia involving vision, animation, and multimedia collaboration is likely to become an important aspect of future computer applications. The scalable parallelism inherent in such applications coupled with their computational demands make them ideal candidates for SMPs and clusters of SMPs. These applications have novel requirements that offer new kinds of challenges for parallel system design.We have designed a programming system called *Stampede* that offers many ...

20 From VTs to iMacs: moving public computing access into the 21st century

Robert Denton, Patrick Jensen

October 2000 **Proceedings of the 28th annual ACM SIGUCCS conference on User services: Building the future**

Publisher: ACM Press

Full text available: pdf(163.27 KB)   Additional Information: full citation, index terms

Keywords: IMac, Kiosk, public computing, security, thin client, video terminal

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G. David Ripley

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Publisher: ACM Press

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15 Demonstrations: tools for design: EZ interface techniques for anytime anywhere anyone interfaces
Gregg C. Vanderheiden, Chris Law, David Kelso
May 1999 **CHI '99 extended abstracts on Human factors in computing systems**
Publisher: ACM Press
Full text available: pdf(158.92 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>

Electronic products are being introduced at an increasingly rapid rate into our schools, workplaces, and daily living environments. Rather than taking the form of standard desktop systems, however, many of these new technologies are small mobile systems which are intended to be used in a wide variety environments. This is calling for the development of new more flexible interface strategies which can be used at various times in eyes free, hands free, silent and noisy situations and environments. ...

16 Research-guided design of multimedia research tools
Robert J. Beichner
February 1994 **ACM SIGGRAPH Computer Graphics**, Volume 28 Issue 1
Publisher: ACM Press
Full text available: pdf(485.94 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>index terms</u>

Since this issue of the newsletter features both multimedia designers and research-oriented users, I thought it would be interesting to merge the two viewpoints and describe my approach to the design of some of the multimedia software I use in my research. The main point of this article is to describe how the findings of prior research can be used to guide the design of software which itself is to be used for additional research. The beginning of the discussion will center around the development ...

17 Getting the mobile users in: three systems that support collaboration in an environment with heterogeneous communication devices
Thomas Rist, Patrick Brandmeier, Gerd Herzog, Elisabeth André
May 2000 **Proceedings of the working conference on Advanced visual interfaces**
Publisher: ACM Press
Full text available: pdf(737.37 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>

In this paper we present MapViews, Magic Lounge, and Call-Kiosk, three different but related systems that address the integration of mobile communication terminals into multi-user applications. MapViews is a test-bed to investigate how a small group of geographically dispersed users can jointly solve localization and route planning tasks while being equipped with different communication terminals. Magic Lounge is a virtual meeting space that provides a number of communication support servic ...

Keywords: collaborative systems, mobile communication, multimedia

18 Designing the World Wide Web for people with disabilities: a user centered design approach

Lila F. Laux, Peter R. McNally, Michael G. Paciello, Gregg C. Vanderheiden
April 1996 **Proceedings of the second annual ACM conference on Assistive technologies**
Publisher: ACM Press
Full text available: pdf(943.65 KB)   Additional Information: full citation, references, citings, index terms

Keywords: accessibility, blindness, deaf, disabilities, hypermedia, mobility, people with disabilities, software development, special needs, user interfaces, user requirements

19 Designing casual-user hypertext: the CHI'89 InfoBooth

Gitta B. Salomon
March 1990 **Proceedings of the SIGCHI conference on Human factors in computing systems: Empowering people**
Publisher: ACM Press

Full text available: pdf(1.03 MB)   Additional Information: full citation, abstract, references, citings, index terms

An interactive electronic information kiosk was created for the CHI '89 conference. Based on Macintosh® technology, the "InfoBooth" included a custom HyperCard® interface built by a team at Apple Computer. The design was initiated by examining the desires of potential users. Design changes, influenced by the results of informal user testing, were numerous. During the conference, user actions were recorded using an embedded "trace" program to allow ...

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Full text available: pdf(485.94 KB)   Additional Information: full citation, abstract, index terms

Since this issue of the newsletter features both multimedia designers and research-oriented users, I thought it would be interesting to merge the two viewpoints and describe my approach to the design of some of the multimedia software I use in my research. The main point of this article is to describe how the findings of prior research can be used to guide the design of software which itself is to be used for additional research. The beginning of the discussion will center around the development ...

17 Getting the mobile users in: three systems that support collaboration in an environment with heterogeneous communication devices

Thomas Rist, Patrick Brandmeier, Gerd Herzog, Elisabeth André

May 2000 **Proceedings of the working conference on Advanced visual interfaces**

Publisher: ACM Press

Full text available: pdf(737.37 KB)   Additional Information: full citation, abstract, references, index terms

In this paper we present MapViews, Magic Lounge, and Call-Kiosk, three different but related systems that address the integration of mobile communication terminals into multi-user applications. MapViews is a test-bed to investigate how a small group of geographically dispersed users can jointly solve localization and route planning tasks while being equipped with different communication terminals. Magic Lounge is a virtual meeting space that provides a number of communication support servic ...

Keywords: collaborative systems, mobile communication, multimedia

18 Designing the World Wide Web for people with disabilities: a user centered design approach
Lila F. Laux, Peter R. McNally, Michael G. Paciello, Gregg C. Vanderheiden
April 1996 **Proceedings of the second annual ACM conference on Assistive technologies**
Publisher: ACM Press
Full text available: pdf(943.65 KB)   Additional Information: full citation, references, citings, index terms

Keywords: accessibility, blindness, deaf, disabilities, hypermedia, mobility, people with disabilities, software development, special needs, user interfaces, user requirements

19 Designing casual-user hypertext: the CHI'89 InfoBooth
Gitta B. Salomon
March 1990 **Proceedings of the SIGCHI conference on Human factors in computing systems: Empowering people**
Publisher: ACM Press
Full text available: pdf(1.03 MB)   Additional Information: full citation, abstract, references, citings, index terms

An interactive electronic information kiosk was created for the CHI '89 conference. Based on Macintosh® technology, the "InfoBooth" included a custom HyperCard® interface built by a team at Apple Computer. The design was initiated by examining the desires of potential users. Design changes, influenced by the results of informal user testing, were numerous. During the conference, user actions were recorded using an embedded "trace" program to allow ...

20 Scheduling constrained dynamic applications on clusters
Kathleen Knobe, James M. Rehg, Arun Chauhan, Rishiyur S. Nikhil, Umakishore Ramachandran
January 1999 **Proceedings of the 1999 ACM/IEEE conference on Supercomputing (CDROM)**
Publisher: ACM Press
Full text available: pdf(189.17 KB)   Additional Information: full citation, references, index terms

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21 Assessing the Security of Your Web Applications
Nalneesh Gaur
April 2000 **Linux Journal**
Publisher: Specialized Systems Consultants, Inc.
Full text available: ◙ html(16.43 KB)   Additional Information: full citation, abstract, references, index terms

> This article outlines key test areas to identify security issues in a web application and provide measures to minimize them.

22 Using hypertext in selecting reusable software components
Michael L. Creech, Dennis F. Freeze, Martin L. Griss
September 1991 **Proceedings of the third annual ACM conference on Hypertext**
Publisher: ACM Press
Full text available: 📄 pdf(1.05 MB)   Additional Information: full citation, references, citings, index terms

23 Improving and managing multimedia performance over TCP–IP nets
Nathan J. Muller
December 1998 **International Journal of Network Management**, Volume 8 Issue 6
Publisher: John Wiley & Sons, Inc.
Full text available: 📄 pdf(338.34 KB)   Additional Information: full citation, abstract, index terms

> The TCP–IP-based Internet and, consequently corporate Intranets, were not designed for multimedia traffic. This article discusses the several ways of improving multimedia performance, finding that data compression techniques are no longer the most important factor. © 1998 John Wiley & Sons, Ltd.

24 Systematic hypermedia application design with OOHDM
Daniel Schwabe, Gustavo Rossi, Simone D. J. Barbosa
March 1996 **Proceedings of the the seventh ACM conference on Hypertext**
Publisher: ACM Press
Full text available: 📄 pdf(1.68 MB)   Additional Information: full citation, references, citings, index terms

> **Keywords:** hypermedia design, interfaces, methodology, modeling, navigation, object

orientation

25 Automatic speech recognition and its application to information extraction

Sadaoki Furui

June 1999 **Proceedings of the 37th annual meeting of the Association for Computational Linguistics on Computational Linguistics**

Publisher: Association for Computational Linguistics

Full text available: pdf(836.05 KB)   Additional Information: full citation, abstract, references

This paper describes recent progress and the author's perspectives of speech recognition technology. Applications of speech recognition technology can be classified into two main areas, dictation and human-computer dialogue systems. In the dictation domain, the automatic broadcast news transcription is now actively investigated, especially under the DARPA project. The broadcast news dictation technology has recently been integrated with information extraction and retrieval technology and many ...

26 The computer sciences electronic magazine: translating from paper to multimedia

W. Randall Koons, Anne M. O'Dell, Nancy J. Frishberg, Mark R. Laff

June 1992 **Proceedings of the SIGCHI conference on Human factors in computing systems**

Publisher: ACM Press

Full text available: pdf(3.90 MB)   Additional Information: full citation, abstract, references, index terms

In this paper, we discuss issues in design and usability of the IBM Computer Sciences Electronic Magazine (CSEM). The CSEM is an interactive multimedia translation of a paper magazine. It contains articles describing Computer Sciences projects at the four IBM Research Labs. Combining aspects from print, television, and computers, it is a useful vehicle for studying what we see as a completely new communication medium. We report both our design rationale in creating the magazine and the resu ...

Keywords: electronic magazine, hypermedia, indexing, interactive design, metaphor, multimedia design, navigation, usability

27 Hybrid domain-specific kits for a flexible software factory

Martin L. Griss, Kevin D. Wentzel

April 1994 **Proceedings of the 1994 ACM symposium on Applied computing**

Publisher: ACM Press

Full text available: pdf(667.25 KB)   Additional Information: full citation, references, citings, index terms

Keywords: builders, domain-specific languages, generators, hybrid reuse, kits, reuse

28 RMM: a methodology for structured hypermedia design

Tomás Isakowitz, Edward A. Stohr, P. Balasubramanian

August 1995 **Communications of the ACM**, Volume 38 Issue 8

Publisher: ACM Press

Full text available: pdf(20.01 KB)   Additional Information: full citation, references, citings, index terms, review

29

DVI—a digital multimedia technology

G. David Ripley
July 1989 **Communications of the ACM**, Volume 32 Issue 7
Publisher: ACM Press

Full text available: 📄 pdf(4.55 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>, <u>review</u>

A digital presentation technology that manages anything from text to full-motion video has the potential of expanding the usefulness of personal computers, while rendering them less intimidating.

30 <u>Generating user interfaces: principles and use of it style rules</u>
Charles Wiecha, Stephen Boies
August 1990 **Proceedings of the 3rd annual ACM SIGGRAPH symposium on User interface software and technology**
Publisher: ACM Press

Full text available: 📄 pdf(1.13 MB)   Additional Information: <u>full citation</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

31 <u>Software engineering for mobility: a roadmap</u>
Gruia-Catalin Roman, Gian Pietro Picco, Amy L. Murphy
May 2000 **Proceedings of the Conference on The Future of Software Engineering**
Publisher: ACM Press

Full text available: 📄 pdf(2.07 MB)   Additional Information: <u>full citation</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

32 <u>Garbage collection of timestamped data in Stampede</u>
Rishiyur S. Nikhil, Umakishore Ramachandran
July 2000 **Proceedings of the nineteenth annual ACM symposium on Principles of distributed computing**
Publisher: ACM Press

Full text available: 📄 pdf(856.49 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>

Stampede is a parallel programming system to facilitate the programming of interactive multimedia applications on clusters of SMPs. In a Stampede application, a variable number of threads can communicate data items to each other via channels, which are distributed, synchronized data structures containing timestamped data such as images from a video camera. Channels are not queue-like: threads may produce and consume items out of timestamp order; they may produce ...

33 <u>DOLORES: a system for logic-based retrieval of multimedia objects</u>
Norbert Fuhr, Norbert Gövert, Thomas Rölleke
August 1998 **Proceedings of the 21st annual international ACM SIGIR conference on Research and development in information retrieval**
Publisher: ACM Press

Full text available: 📄 pdf(1.69 MB)   Additional Information: <u>full citation</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

34 <u>Learning link: a model for low-cost educational networks</u>
Robert A. Spielvogel
April 1987 **ACM SIGCUE Outlook**, Volume 19 Issue 3-4
Publisher: ACM Press

Full text available: 📄 pdf(895.04 KB)   Additional Information: <u>full citation</u>, <u>references</u>

35 <u>Hands drawing each other: CAL help tools as the base for CAL instruction</u>

Paul Beam

October 1994 **Proceedings of the 12th annual international conference on Systems documentation: technical communications at the great divide**

Publisher: ACM Press

Full text available: pdf(918.58 KB)   Additional Information: <u>full citation</u>, <u>references</u>, <u>index terms</u>

36 <u>Internet security: firewalls and beyond</u>

Rolf Oppliger

May 1997 **Communications of the ACM**, Volume 40 Issue 5

Publisher: ACM Press

Full text available: pdf(339.15 KB)   Additional Information: <u>full citation</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>, <u>review</u>

37 <u>Putting Together the Technical Program</u>

Kate Ehrlich

October 1994 **ACM SIGCHI Bulletin**, Volume 26 Issue 4

Publisher: ACM Press

Full text available: pdf(231.33 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>

Why do people go to a local SIG meeting? To meet their friends, hear the local gossip, pick up a few tips or have a night out? It could be any number of things. Ultimately, what draws people to a local SIG meeting is the quality of the speakers and topics. In this issue, we look at some of the work that goes on behind the scenes to create a technical program that is stimulating and retains local color and interest.

38 <u>An overview of programs and projects at the rehabilitation research and development center</u>

D. L. Jaffe

October 1994 **Proceedings of the first annual ACM conference on Assistive technologies**

Publisher: ACM Press

Full text available: pdf(732.71 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>

The mission of the Rehabilitation Research and Development Center is to improve the independence and quality of life for disabled veterans through the creation and application of emerging technologies. In support of this mission, the Center develops concepts, devices, and techniques for in-house testing, national evaluation, and technology transfer leading to commercial production. This presentation will detail the Center's design/development process and technology transfer strategies using ...

39 <u>Information services: Multimedia integration in the RACE BANK multimedia broadband cooperation projects</u>

Norbert Luttenberger

October 1993 **Proceedings of the 1993 conference of the Centre for Advanced Studies on Collaborative research: distributed computing – Volume 2**

Publisher: IBM Press

Full text available: pdf(754.53 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>

Within the framework of the European research programme RACE a project called BANK ("Banking Applications using IBC Network") has been established. In this project, two

major European banks cooperate with three software houses, a telecom supplier and an IT supplier with the goal of investigating and prototyping a multimedia banking self-service terminal. This terminal will allow the banks to offer their customers both high-quality, eye-catching information on banking services and the opportunity ...

40 Creating a CD-ROM from scratch: a case study

Brian J. Thomas

October 1994 **Proceedings of the 12th annual international conference on Systems documentation: technical communications at the great divide**

Publisher: ACM Press

Full text available: pdf(1.19 MB)   Additional Information: full citation, abstract, references, index terms

Technology has moved us to the point where creating a CD-ROM as an alternative to paper volumes is not only cost effective, but also provides an opportunity to add significant value to the information presented, both in terms of quantity and usefulness. The past year has been a pivotal one in terms of access to simple and cost-effective tools and technologies that push "personal publishing" of CD-ROMs closer to reality for a whole range of publishers and information providers. T ...

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